
Title: Mimics

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Mimics were a truly bizarre abomination of magic. It is unclear exactly where they came from, but from times of antiquity they have existed deep within the bowels of dungeons. As

their name implies, they were capable of disguising themselves as inanimate objects, particularly treasure chests, in order to lure in unwitting adventurers. Once within striking range, the Mimic

would expose its true nature, attacking with poison and razor teeth. An adventurer would need to be very cautious indeed when approaching a treasure chest surrounded by piles of bones!

It is rumored that these creatures were at one point numerous, and spread throughout every known dungeon. They existed before and after the great Cataclysm following Exodus' defeat,

so it is unclear as to why they no longer exist today.

One possible reason that Mimics are no longer found in the world is a disruption of magic. There

have been multiple disruptions of magic in the distant past,

sometimes causing wizards to turn insane, other times eliminating entire races of people. It is possible that a certain

disturbance in magic has caused the Mimics to sleep, similar to one of the speculated fates of the Emps. In essence, the Mimics might be locked in their current form, unable to attack, or perhaps

completely unaware of what is happening around them.